

D2
cancel.

(whose domain is tuner commands) includes an empty slot for specifying the viewer-requested channel for a time period. If the viewer has provided the channel, then that empty slot is filled with that information. However, if that particular frame needs to be filled after the viewer has initially provided its request, then dialog manager 130 instructs the computer response module to ask the viewer to provide a desired channel. --

IN THE CLAIMS

Please amend the claims in accordance with the following rewritten claims in clean form. Applicant includes herewith an Attachment for Claim Amendments showing a marked up version of each amended claim.

D3

Sub EY 1. (Four Times Amended) An interactive replay system for organizing recorded items of program content, the system having access to an electronic program content, comprising:

a memory having a data structure for storing at least one recorded item of program content in association with at least one electronic program guide attribute selected from the group consisting of program title information, program category, broadcasting network, date of broadcast, time of broadcast, actors and director;

a file write mechanism that automatically accesses the electronic program guide attribute information about the recorded item of program content to be stored in said data structure;

a speech recognizer that receives a spoken request for the recorded item of program content and generates an input sentence corresponding to the spoken request,

where the spoken request includes at least one electronic program guide attribute associated with the recorded item of program content;

a natural language parser that receives the input sentence from the speech recognizer and identifies the at least one electronic program guide attribute from the input sentence, wherein said natural language parser includes a set of stored grammars that extracts meaning from said spoken request;

a dialog history data file in said memory for storing a log of conversational data derived from previous spoken requests; and

a dialog system that interacts with a user and with said dialog history data file to ascertain additional electronic program guide attributes for the recorded item of program content.

13. (Four Times Amended) An interactive replay system for accessing recorded items of program content, comprising:

an electronic program guide for storing electronic program guide information for items of program content;

a memory having a data structure for storing at least one recorded item of program content in association with corresponding electronic program guide information;

a file write mechanism that accesses the electronic program guide and stores electronic program guide information for the at least one recorded item of program content in the data structure of the memory;

a speech recognizer that receives a spoken request for a specific recorded item of program content and generates an input sentence corresponding to the spoken request,

where the spoken request includes electronic program guide information associated with the specific recorded item of program content;

a natural language parser that receives the input sentence from the speech recognizer and identifies the electronic program guide information embodied in the input sentence, wherein said natural language parser includes a set of stored grammars that extracts meaning from said spoken request;

a dialog history data file in said memory for storing a log of conversational data derived from previous spoken requests; and

a dialog system that interacts with a user and with said dialog history data file to ascertain additional electronic program guide attributes for the recorded item of program content.
